

EMIL CONSTANTIN PRAUN

emilp@cs.utah.edu
<http://www.cs.utah.edu/~emilp>

50 S. Central Campus Dr., Room 3190
U. of Utah School of Computing
Salt Lake City, UT 84112

EDUCATION

Ph.D. in Computer Science, Princeton University	Sep 97 – Aug 02
M.A. in Computer Science, Princeton University	Jan 99
B.S. w/ Honors, Eng. & Applied Science, CALTECH (GPA: 4.2 / 4.3)	Sep 95 - Jun 97
Transferred from Politechnica University of Bucharest (Romania) Department of Automation and Computer Science (GPA: 10.00/10.00)	Oct 93 - Jun 95

AWARDS AND HONORS

Warnock Presidential Endowed Chair for Faculty Innovation, University of Utah	Aug 2002
Wallace Memorial Honorary Fellowship, Princeton University	May 2001
Microsoft Research Fellowship	Dec 2000
Gordon Wu Fellowship, Princeton University	Apr 1997
Member of the National Engineering Honor Society TAU BETA PI	Nov 1996
ACM International Programming Competition Finals	'95 (Nashville), '97 (San Jose)
Carnation Merit Award, California Institute of Technology	June 1996
International Olympiad in Informatics	bronze: 1992 (Germany); silver: 1993 (Argentina)
Romanian National CS Olympiad – gold medals	1987, 1988, 1989, 1990
Romanian National Mathematics Olympiad – bronze medal	1989

WORK EXPERIENCE

Assistant Professor	University of Utah, Aug 02 - present
Research & Teaching Assistant	Princeton University, Sep 97 – Jul 02
Research Intern	Microsoft Research, summers 1999,2001
Member of Technical Staff (Research Intern)	Lucent/ Bell Laboratories, summer 2000
Undergraduate Research & Teaching Assistant	Caltech, 1995-1997

SELECTED PUBLICATIONS

“Spherical Parameterization and Remeshing”
E. Praun, H. Hoppe. ACM Transactions on Graphics / SIGGRAPH 2003, pp. 340-349.

“Consistent Mesh Parameterizations”
E. Praun, W. Sweldens, P. Schröder. Proceedings of SIGGRAPH 2001, pp. 179-184.

“Real-Time Hatching”
E. Praun, H. Hoppe, M. Webb, A. Finkelstein. Proc. of SIGGRAPH 2001, pp. 579-584.

“Lapped Textures”
E. Praun, A. Finkelstein, H. Hoppe. Proceedings of SIGGRAPH 2000, pp. 465-470.

“Robust Mesh Watermarking”
E. Praun, H. Hoppe, A. Finkelstein. Proceedings of SIGGRAPH 99, pp. 49-56.

ADDITIONAL PUBLICATIONS

- “Shape compression using spherical geometry images”
H. Hoppe, E. Praun. Multiresolution in Geometric Modelling 2003, to appear.
- “Gaussian Transfer Functions for Multi-Field Volume Visualization”
Joe Kniss, Simon Premoze, Milan Ikits, Aaron Lefohn, Charles Hansen, Emil Praun.
Proceedings of IEEE Visualization 2003
- “Fine Tone Control in Hardware Hatching”
M. Webb, E. Praun, A. Finkelstein, H. Hoppe. Proceedings of NPAR 2002, pp. 53-58.
- “Real-Time Fur over Arbitrary Surfaces”
J. Lengyel, E. Praun, A. Finkelstein, H. Hoppe. 2001 ACM Symposium on Interactive 3D Graphics, pp. 227-232.
- “Building and using a scalable display wall system”
K. Li, H. Chen, Y. Chen, D. Clark, P. Cook, S. Damianakis, G. Essl, A. Finkelstein, T. Funkhouser, A. Klein, Z. Liu, E. Praun, R. Samanta, B. Shedd, J. Singh, G. Tzanetakis, and J. Zheng. Computer Graphics and Applications, 20(4), 2000.

INVITED TALKS

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|----------------------------------------------------------------|---------|
| Seminar on Hierarchical Models in Graphics (Dagstuhl, Germany) | 6/28/03 |
| Pixar Animation Studios | 9/14/03 |

STUDENTS ADVISED

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| Arul Prakash (Ph. D.) | Spring 03 |
| John Schreiner (M.S.) | Spring 03 |
| committe member for: Simon Premoze (Ph.D. 2003), Justin Polchopek, Ernesto Juarez, Shreyas Hoskere (M.E. dept.). | |

COURSES TAUGHT

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|-------------------------------------------------------------------|--------------------------|
| 6620('04); 6966/7960-3('03) Polygonal Representations of Surfaces | Spring 03,04 |
| 4960 Programming Challenges (with Claudio Silva) | Spring 04 |
| 5960/6961 Computational Geometry | Fall 03 |
| 6937 Graphics Seminar | Spring 03,04, Fall 02,03 |

PROFESSIONAL SERVICE

- Program Committees: Siggraph 2003, NPAR 2004, Siggraph 2004, PG 2004, SGP 2004
- Reviewer for the journals: ACM Transactions on Graphics, IEEE Transactions on Vision and Computer Graphics, IEEE Computer Graphics and Applications, Graphical Models and Image Processing;
- Reviewer for the Conferences: ACM Siggraph 2000-2004, ACM Symposium on Interactive 3D Graphics 2001, 2003, Graphics Interface 2003.